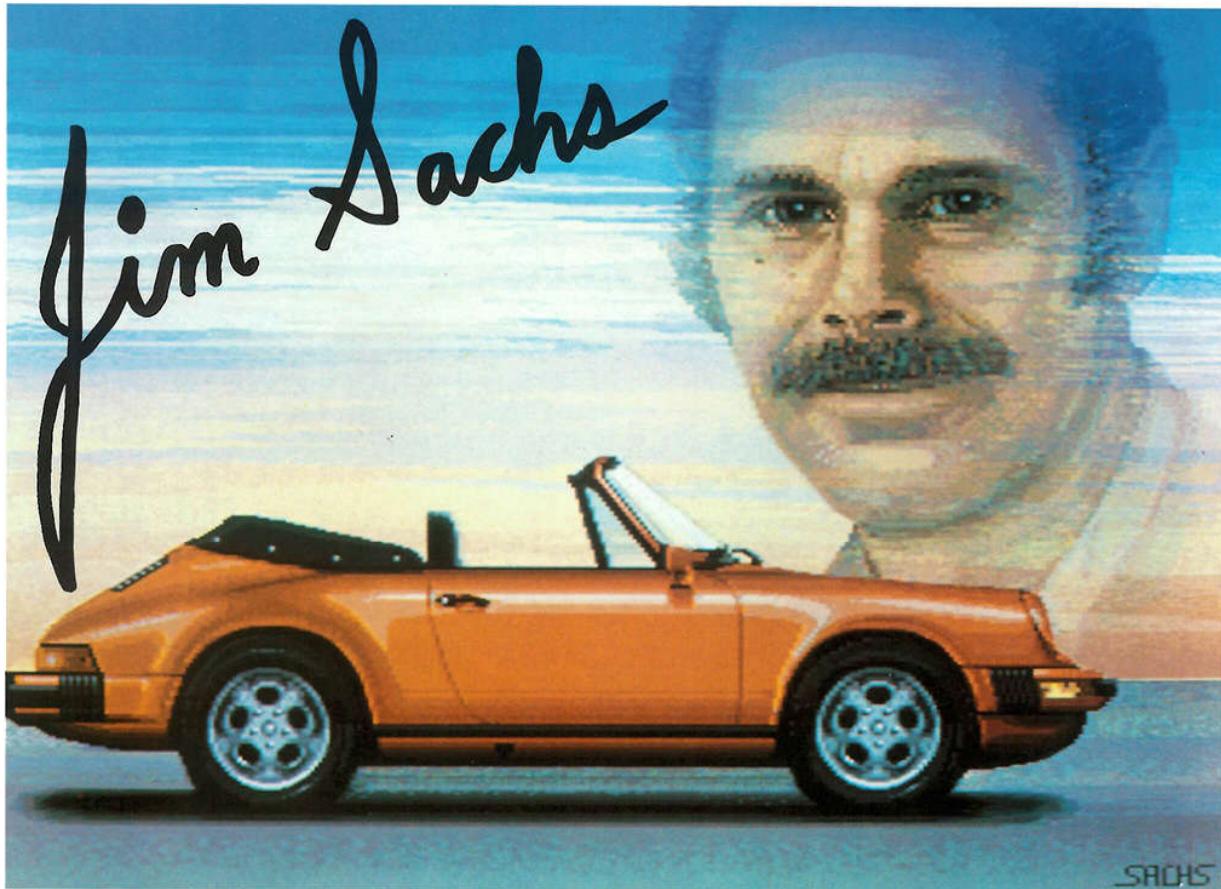


JIM SACHS



• **SIGNATURE COLLECTION™** •  
**1991 Calendar**

A compilation of Jim Sachs' favorite images with  
tips for the aspiring computer artist...





## January 1991

S	M	T	W	T	F	S
				<b>3</b>		
6	7	8 NEW YEAR'S DAY	9	10 ADMISSION DAY (ALASKA)	11	12
13	14	15	16	17	18	19
20	<b>21</b> MARTIN LUTHER KING DAY	22	23	24	25	26
27	28	29	30	31		

### ***The Siege***

320 x 200 32 Color

April, 1986

Scene from Defender of The Crown  
(Fire elements were eliminated from the  
final game)

### **Color Intensity**

The computer can display colors far more intense than those usually found in nature, so to achieve realism I try to set up the palette with mostly pastel shades. The sky is not nearly as blue, nor grass as green as most people imagine them.



SACKS

**February**  
1991

S	M	T	W	T	F	S
					1	2

3	4	5	6	7	8	9
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10	11	12	13	14	15	16
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LINCOLN'S  
BIRTHDAY      ASH  
WEDNESDAY      ST.  
WEDNESDAY      VALENTINE'S  
DAY

17	18	19	20	21	22	23
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WASHINGTON'S  
BIRTHDAY  
(OBSERVED)  
LENT BEGINS

24	25	26	27	28
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**The Cornet**

320 x 200 32 Color  
August, 1989  
Screen from Amiga 500 Demo

**Light Source**

The direction of light needs careful planning in every picture. A sense of depth and realism can only be achieved when all shadows and highlights are consistent.

Pay especially close attention to the light sources on objects imported from other screens.



SACKS

**March**  
**1991**

S	M	T	W	T	F	S
					1	2

**The Kawasaki**

320 x 200 32 Color

May, 1986

Promotional screen for Images paint  
program

3 4 5 6 7 8 9

10 11 12 13 14 15 16

17 18 19 20 21 22 23

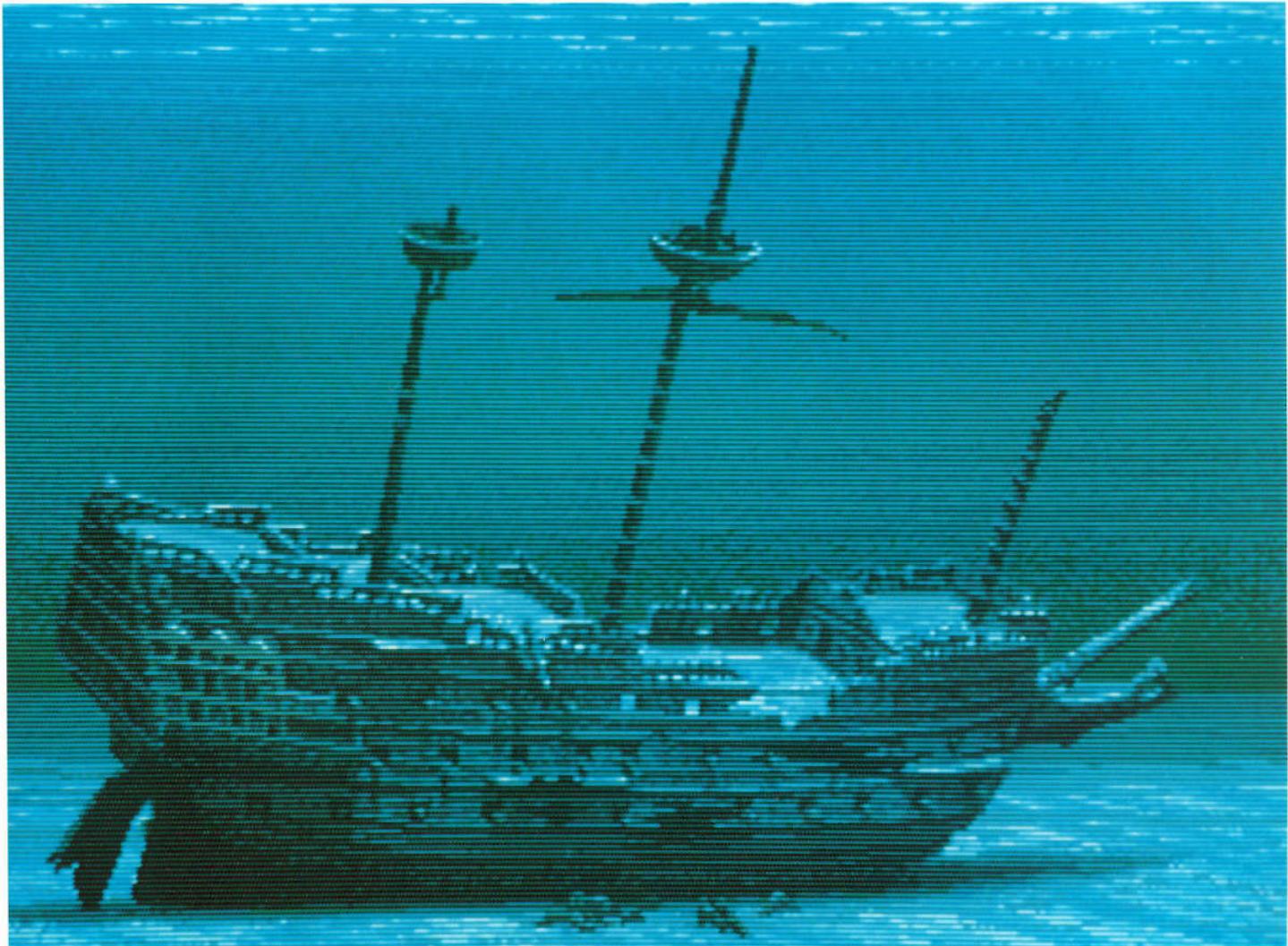
ST.  
PATRICK'S  
DAY  
24 25 26 27 28 29 30

PALM  
SUNDAY  
31



#### High Contrast

Very bright whites and dark blacks are usually necessary for a computer image to stand out as an attention-getter, especially when viewed on a monitor in a brightly lit room.



**April**  
1991

S	M	T	W	T	F	S
1	2	3	4	5	6	

7	8	9	10	11	12	13
---	---	---	----	----	----	----

ORTHODOX  
EASTER

14	15	16	17	18	19	20
----	----	----	----	----	----	----

PATRIOTS  
DAY  
(MA, ME)

21	22	23	24	25	26	27
----	----	----	----	----	----	----

SECRETARIES  
DAY

28	29	30				
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**Shipwreck**  
320 x 200 32 Color  
May, 1987  
Scene from 20,000 Leagues Under The Sea



**May**  
1991

S	M	T	W	T	F	S
				1	2	3

5	6	7	8	9	10	11
---	---	---	---	---	----	----

12	13	14	15	16	17	18
----	----	----	----	----	----	----

MOTHER'S DAY						
19	20	21	22	23	24	25

VICTORIA DAY (CANADA)						
26	27	28	29	30	31	

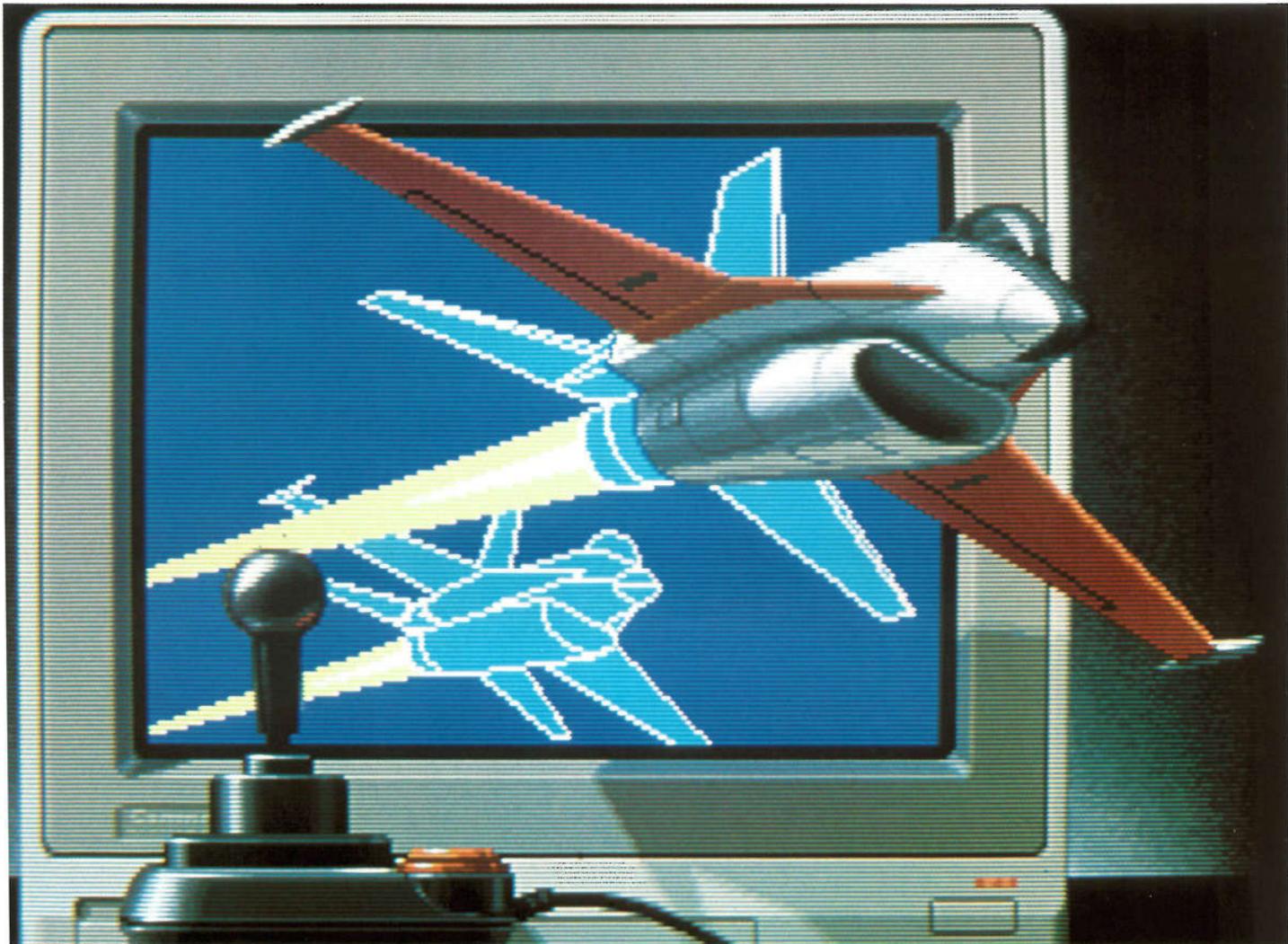
MEMORIAL DAY						
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**The VideoCamera**

320 x 400 32 Color  
August, 1989  
Screen from Amiga 500 Demo

**Layout**

A great deal of time can be saved if an object to be drawn is laid out so that most of its lines are horizontal and vertical, following the natural axis of the screen. Because of all the smoothing of diagonal lines that would be necessary with perspective or angled views, a straight side, front or top view will usually yield a crisper image.



**June**  
**1991**

S M T W T F S

**Games**  
320 x 200 32 Color  
August, 1989  
Screen from Amiga 500 Demo

1  
2 3 4 5 6 7 8

9 10 11 12 13 14 15

16 17 18 19 20 21 22  
FLAG DAY

FATHER'S DAY  
23 24 25 26 27 28 29

30

  
**Oxxi inc.**

**Anti-Aliasing**  
In lower resolutions, diagonal lines drawn on a computer screen have a pronounced "stair-step" quality known as aliasing. By manually blending these jagged lines into the surrounding colors, we can eliminate much of this problem.



**July  
1991**

S	M	T	W	T	F	S
				4		
1	2	3		5		6
	CANADA DAY (CANADA)			INDEPEND- ENCE DAY		
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30				

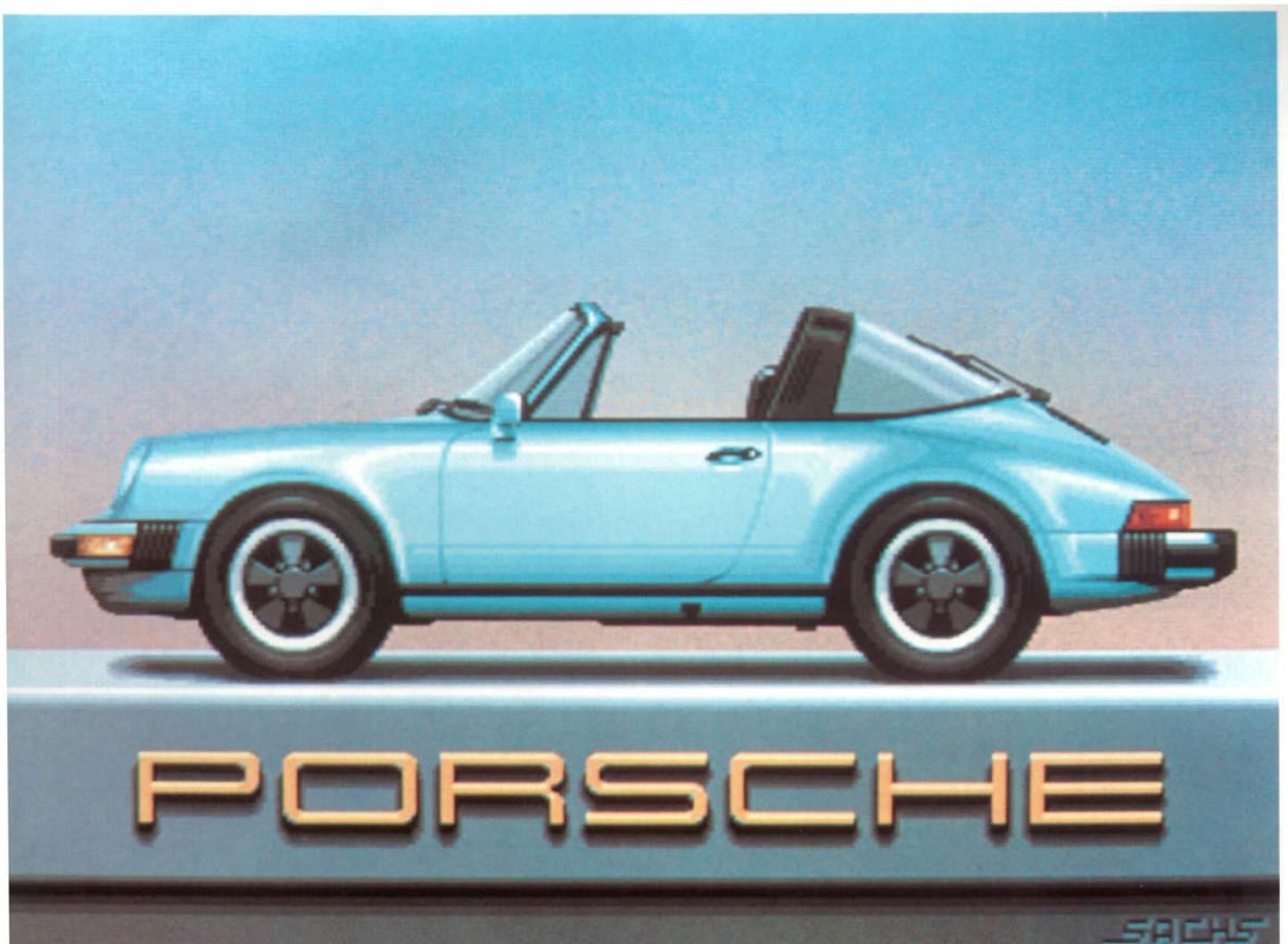
**Sachs Castle**

320 x 200 32 Color  
December, 1985

What my house will look like when completed  
(Recently renamed as Sachs Castle 1995)

**Sky**

For outdoor scenes, try to use at least three shades of blue for the sky, ranging from medium blue at the top to very light near the horizon. Horizontal bands or clouds can be used to break up the division lines between these colors.



S	M	T	W	T	F	S
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
	VICTORY DAY (RI)				ADMISSION DAY (HAWAII)	
18	19	20	21	22	23	24
25	26	27	28	29	30	31



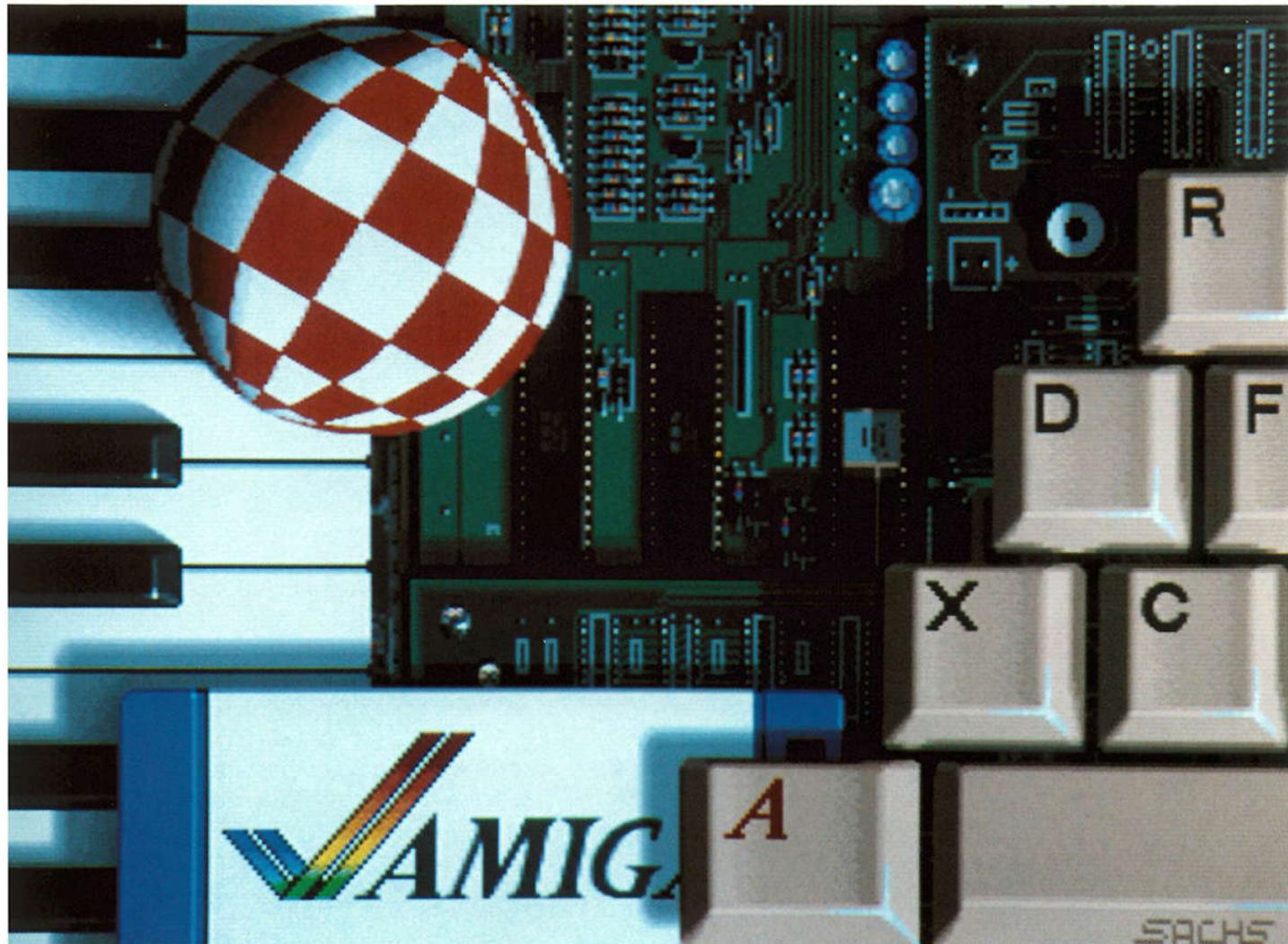
### ***The Porsche***

320 x 400 32 Color

Original January, 1986; Updated August, 1989  
Screen done for Painting With Light video

### **Smooth Backgrounds**

If you want a very smooth wash of colors without any obvious pixels, try setting a range of five or six colors where the red and blue components change slightly from one color to the next, but the green does not vary. Not all desired color ranges can be accomplished this way, but it works well for sky and underwater effects.



# *September*

1991

S	M	T	W	T	F	S
1	2	3	4	5	6	7

8      **9**      10      11      12      13      14

ROSH HASHANA STARTS	15	16	17	<b>18</b>	19	20	21
---------------------------	----	----	----	-----------	----	----	----

YOM  
KIPPUR

---

29 30

## **MultiMedia**

320 x 400 32 Color

Original February, 1987; Updated June, 1990  
Cover for Amiga World Special Issue & Amiga  
advertisement

## Layering

A sense of depth can be created without the use of perspective by building up several layers of objects. The light source and shadows are very important for this illusion.





**October**  
**1991**

S	M	T	W	T	F	S
			1	2	3	4

**Katherine**  
320 x 200 32 Color  
May, 1986  
Scene from Defender of The Crown

6	7	8	9	10	11	12
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13	14	15	16	17	18	19
----	----	----	----	----	----	----

COLUMBUS  
DAY

20	21	22	23	24	25	26
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27	28	29	30	31
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HALLOWEEN



**Faces**

When analyzed as patterns of light and shadow, the human face becomes no harder to draw than any other object. However, it is important to view your work with "fresh eyes" quite often.

On the computer, this is as easy as capturing the image as a brush, then flipping it over. If the reversed image still looks normal to you, then it's probably pretty accurate.



## November

1991

S	M	T	W	T	F	S
					1	2

3	4	5	6	7	8	9
---	---	---	---	---	---	---

10	11	12	13	14	15	16
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17	18	19	20	21	22	23
----	----	----	----	----	----	----

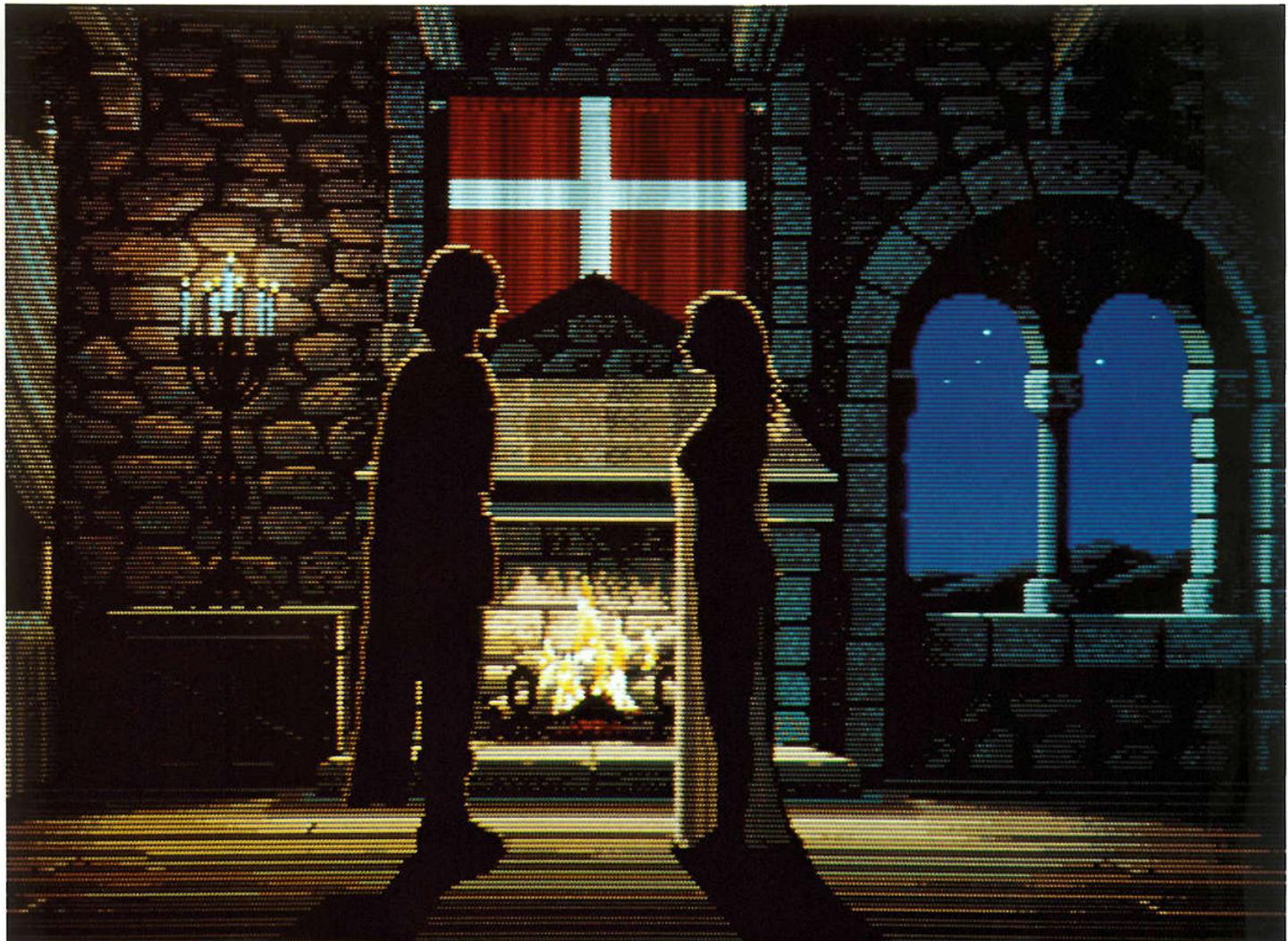
24	25	26	27	28	29	30
----	----	----	----	----	----	----

THANKSGIVING  
DAY



### Distance

Even on the clearest of days, air is not completely transparent—it's blue. The further away an object is, the more air to give it a bluish cast and rob it of its contrast.



# *December*

## 1991

S	M	T	W	T	F	S
1	2	3	4	5	6	7

**HANUKKAH  
STARTS**

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15 16 17 18 19 20 21

22 23 24 25 26 27 28

29 30 DAY (CANADA)

## *The Bedroom*

320 x 200 32 Color

June, 1986

## Scene from Defender of The Crown

## Single-Point Perspective

If you simply must use perspective in a scene, try single-point perspective. All lines that travel into the scene in the third dimension would aim towards a single vanishing point, somewhere near the center of the screen, but horizontal and vertical lines remain unchanged.





## January 1992

S	M	T	W	T	F	S
				1	2	3
			NEW YEAR'S DAY		ADMISSION DAY (ALASKA)	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
	MARTIN LUTHER KING DAY					
26	27	28	29	30	31	

### ***The Galleys***

320 x 200 32 Color  
August, 1988  
Scene from Centurian

### **Resizing**

A sense of depth may also be created without the use of perspective by having different sizes of the same object on the screen.

Always draw the largest object first, capture it as a brush, resize it to a smaller size, then stamp. Be careful to line up the smaller images on the same plane as the original!

# Products mentioned:

**Defender of The Crown**  
by Cinemaware

**Amiga 500 Demo**  
by Commodore-Amiga

**Images, Capitalism & Ports of Call**  
by Oxxi/Aegis

**Painting With Light & 20,000 Leagues Under The Sea**  
by Sachs Enterprises

**Centurian**  
by Electronic Arts

**DigiPaint 3**  
by NewTek

## Want these pictures?

By special arrangement with Jim Sachs, Oxxi is proud to offer all of the images used in this calendar to you on Amiga-format diskettes for only US\$5.00.

The pictures are in standard IFF format, so you can load them into your favorite paint program and examine them, alter them, or just show off your Amiga!

To order, just send this coupon (or a copy), plus a check or money order to:

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Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_

Please allow 4-6 weeks for delivery.

# **Jim Sachs Signature Collection 1991**

Since the early days of the Commodore Amiga computer, one artist has consistently proven the capabilities of a personal computer in image presentation.

He is the creator of world-famous pictures in computer products such as Defender of The Crown, Ports Of Call, Images, Centurian, DigiPaint 3, Capitalism, and many more.

This man is Jim Sachs, perhaps the most well known of all computer artists. His work has inspired more people to enter the growing graphics field than any other. The very convincing nature of his art has drawn people into such diverse atmospheres as ancient England, the depths of an Amazon jungle, even far beneath the sea.

For a man to touch so many people in the way Jim Sachs has, there must be something more. More than a faceless person producing incredible pictures, one after the other.

With this calendar, compiled exclusively for Oxxi, Jim has exposed some of the secrets; the techniques he uses to create his spectacular images. Welcome to the world of computer graphics. One where anything is possible.

Where the vision is your own.



Design & Layout by David Hopkins  
Produced by Oxxi, Inc.

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